



CITIZENS DIVIDED



AN ACE SETTING JUMPSTART



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CITIZENS DIVIDED DEVELOPED BY: Travis Legge

CITIZENS DIVIDED ACE JUMPSTART WRITTEN BY: Travis Legge

EDITED BY:

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IF YOU CANNOT HANDLE THAT: Don't play. Don't read. Get help.

EVERYONE ELSE: Enjoy!

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CHAPTER ONE:

LIFE IN 2068

LIFE AMONG THE NINETY-NINE PERCENT.

When the Crash of 2050 hit, small towns across the developed world became bases of operations for various factions of anti-corporate rebels and freedom fighters. In the early stages of the conflict, the proles frequently used hit and run tactics in which they would commit some high property damage attacks on corporate interest in a large city, then flee to a nearby small town to hide among the population. This tactic worked at first, because the multinatals did not want the PR nightmare that invading "peaceful unaligned" towns would undoubtedly bring about.

That all ended with the "Fall of the Wall."

On November 5th, 2054, a group of coordinated attacks were staged by numerous prole operatives, targeting the financial district in New York City. While Hackers focused their energies on crippling the flow of information in and out of the financial district, a number of prole Augments led a physical assault on ten prominent locations, including the NYSE. The prole forces targeted physical and digital records, hoping to hit the multinatals where it hurt the most: right in their portfolios.

In response to the Fall of the Wall, several multinatals coordinated attacks on the cities of New Paltz, Spring Lake, and Princeton. Each of those towns were known hotbeds of prole activity, and the multinatals took great glee in razing these towns to the ground. This retaliation kicked off an ongoing state of escalation for the next five years as civil disobedience and digital vandalism were replaced with aggressive physical violence and guerrilla warfare. Globally, over 200 million people died as a result of the conflict. Many smaller towns were reduced to ruins. Even the major metropolitan areas were unable to escape the carnage and destruction. Civilization itself was a massive battleground with no respite and no safe areas. This continued for just over five years.

In January of 2060, members of the Fortune Fifteen, the fifteen most powerful multinatals, called a peace conference with the leadership of numerous prole factions. The meetings were physically hosted in the ruins of Princeton, with many attendees from each faction attending remotely via video conferencing. In these meetings, a peace treaty was penned which demanded the end of outright aggression from each present faction. In exchange, the multinatals would bankroll a multi-trillion-dollar global reparation initiative aimed at repairing the damage wrought by the recent conflicts. This work would be performed by prole workers who were able to negotiate a guaranteed living wage.

The prole factions were also granted a voice at the annual United Corporations Summit, where ambassadors from many multinationals meet to discuss global policy and long-term planning. In exchange for these concessions, the multinationals got an end to the violence, resumption of municipal services such as sanitation and utility management, which had been denied due to prole strikes, and resumption of business as usual. There was a redistribution of wealth, which seemed massive and impressive to the proles, but registered as little more than an annoyance to the multinationals. When the Fall of the Wall occurred, one percent of the population controlled ninety-nine percent of the wealth. With the signing of the Treaty of Princeton, it now breaks down to one percent of the population controlling about ninety-four percent of the wealth.

For Joe and Jane Uniform, the average folks on the street, life in 2068 tends to be an ongoing flow of work and sleep, punctuated with fast food and streaming entertainment. Whether they be proles working hard to eke out a modest living, or low-end wage slaves desperately tugging at the bottom rung of the corporate ladder, the average person in 2068 lives a relatively low-key and safe life. Sometimes these folks find themselves dragged into

petty crime, caught up in corporate espionage, or embroiled in union intrigues gone south, but such cases are the exception and not the rule.

Beyond the relatively banal existences of Joe and Jane Uniform, the world of *Citizens Divided* is filled with unique and interesting folks, working on both sides of the corporate divide, in order to rebuild a broken world, strengthen their own futures, or support a personal agenda.

GETTING BY IN DYSTOPIA

Your adventures in the world of *Citizens Divided* begin in these pages. The *Citizens Divided JumpStart* is designed to give you a small taste of what is possible in this dystopian world of class conflict, poverty, crime, and espionage. Will you become a prole hero, fighting against corporate greed and corruption? Will you seek employment with one of the Multinationals, sacrificing autonomy and freedom for a steady paycheck and personal security? Will you turn to crime, taking odd jobs for prole and corporate alike, acting as a mercenary whose only loyalty is to their bank balance? With this booklet and the *Savage Worlds* core rules you can jump right in to telling your own stories in the world of *Citizens Divided*!



CHAPTER TWO:

RULES

This JumpStart focuses on playing characters who live in the slums of Chicago. These characters are firmly on the prole side of the corporate divide. Additional character options, equipment, and backgrounds are introduced in the *Citizens Divided* ACE book.

To reflect the feel of a cyberpunk dystopia fifteen minutes into the future, games set in the world of *Citizens Divided* use the following rules permutations.

CHARACTER CREATION

Character Creation in *Citizens Divided* follows the basic process described in *Savage Worlds* with a few alterations.

CONCEPT

Professional Edges play a central role in creating a character for *Citizens Divided*. You will want to choose a Professional Edge, which tell a bit about your character's history, social status, and areas of expertise. The Professional Edges available in *Citizens Divided* are **Augment**, **Doctor**, **Executive**, **ExoPilot**, **Face**, **Gutter Punk**, **Hacker**, **Techie**, and **Uniform**. These are detailed in the *Citizens Divided* ACE book. Note that the effects of these Professional Edges are calculated into the Archetypes included in this JumpStart.

RACE

All characters in *Citizens Divided* are human.

HINDRANCES

Citizens Divided draws from the *Savage Worlds* Core Rules as well as the *Savage Worlds* Science Fiction Companion for Hindrances, subject to the changes, additions, and omissions below.

BEHOLDEN (MINOR OR MAJOR)

You owe someone a favor. As a minor Hindrance, this reflects some sort of marker that can be called on, requiring you to take odd jobs, perform minor criminal activity, and generally inconvenience you. If the favor called in is severe or difficult enough, the GM may elect to remove this Hindrance from you upon completion. As a major Hindrance, you owe someone your life and the debt will never be paid. The person you owe can call on you for anything at any time. You can refuse, but if you do, this edge is replaced with Enemy (Major.)

BIOWARE RESISTANT (MINOR, NEW)

Bioware doesn't function in this character's body. Even clonal replacements are rejected due to some quirk of her physiology. As such, she may never have bioware installed. If bioware is installed in the character for some reason, it rejects, causing severe illness. In such a case, the character is considered to be suffering a **Chronic**, **Debilitating** Disease (see

Diseases in *Savage Worlds* Core Rules) until the offending bioware is surgically removed.

FTL SICKNESS (SCIENCE FICTION COMPANION)

Space travel is not available in *Citizens Divided*. Neither is this hindrance.

INDEBTED (MINOR OR MAJOR, NEW)

You owe money. Lots of it. If this is a minor Hindrance, you begin play \$50K in debt and are expected to make a minimum of \$1K per month in payments. Failure to do so will likely result in some form of legal action, which can include indentured servitude to a corporation until the debt is paid. If selected as a Major Hindrance, you begin play \$500K in debt, and must pay three-fourths of your monthly income, or 2K per month, whichever is lower. Failure to do so will likely get you hunted down and maimed or killed by your creditors.

LOW-G WORLDER (SCIENCE FICTION COMPANION)

Space travel is not available in *Citizens Divided*. Neither is this hindrance.

ONE ARM

Due to the ready availability of cyberware and bioware, One Arm is a minor hindrance in *Citizens Divided*, which is only available to characters who also suffer from the Bioware Resistant or Cyberware Resistant (see Science Fiction Companion) hindrance.

ONE EYE

Due to the ready availability of cyberware and bioware, One Eye is a minor hindrance in *Citizens Divided*, which is only available to characters who also suffer from the Bioware Resistant or Cyberware Resistant (see Science Fiction Companion) hindrance.

OUTSIDER (MAJOR) (SCIENCE FICTION COMPANION)

Though it may not feel like it to proles sometimes, everyone in *Citizens Divided* ostensibly have legal rights. As such, this hindrance is not appropriate.

POVERTY

This hindrance cannot be chosen by characters with the Executive Professional Edge.

ZERO-G SICKNESS (SCIENCE FICTION COMPANION)

Space travel is not available in *Citizens Divided*. Neither is this hindrance.

ZERO-G WORLDER (SCIENCE FICTION COMPANION)

Space travel is not available in *Citizens Divided*. Neither is this hindrance.

TRAITS

Citizens Divided utilizes the method described in the *Savage Worlds* core rules for determining Attributes and Skills, subject to the More Skill Points Setting Rule.

SETTING RULES

The world of *Citizens Divided* uses the Gritty Damage and More Skill Points Setting Rules as described in *Savage Worlds*. In addition to these Setting Rules, the world of *Citizens Divided* uses the following new Setting Rule.

SHEEN

Sheen represents how smooth, cool, skilled, or elite a character is. When a Hacker makes a desperate wild guess at a password and manages to crack a system far beyond his capabilities, he might call upon his Sheen. When a shy Executive digs deep into knowledge of corporate etiquette to try and fast-talk her way past guards into a restricted area of the office, she might dig deep, burning a little Sheen. When a Uniform mother rips the door off a car to rescue her trapped child, she might use up some Sheen. When a dying Gutter Punk refuses to release his tenuous hold on life, hoping to hang on long enough to put a few bullets in the bangers that snuck up on him, this can be accomplished through Sheen.

Sheen provides characters with the means to affect game play in significant ways. A character has a limited amount of Sheen, determined by the character's Rank. Once Sheen is spent it is gone so the character must use it wisely. It is easy for a character to run out of Sheen, so wise characters keep in mind that being cool will only carry you so far.

A character can spend 1 Sheen Point to do one of the following things:

- Alter a single Trait Test.

- Shrug off the effects of being Shaken for one round. Unlike spending a Benny, this expenditure does not completely negate the effects of being Shaken. A character that expends a Sheen Point to shrug off being Shaken acts normally for a single round, at which point he becomes Shaken again until making a successful Spirit roll or spending a Benny.
- Ignore wound penalties for one round.
- Make a Soak Roll, as if a Benny had been expended.
- Stave off Bleeding Out for one round.
- Stave off Fatigue: the character may expend 1 Sheen Point to ignore the effects of being Fatigued for one round. If the character begins the round Exhausted, he may expend 1 Sheen Point to overcome being Exhausted, instead suffering penalties for that round as if he were Fatigued. A character who is rendered Incapacitated can expend 1 Sheen Point to act as if he were Exhausted, but ONLY on the round after he is rendered Incapacitated.

When a character spends 1 Sheen Point to improve a Trait Test, add 1d10 to the roll result to help meet or exceed the target number. A character can declare the use of 1 Sheen Point to alter a Trait Test after the roll is made—but only before the Game Master reveals the result of that roll (whether the Trait Test succeeded or failed). A character cannot use a Sheen Point on a skill check or ability check after using a Benny to reroll. A character that expends a Sheen Point to alter a Trait Test also cannot subsequently spend a Benny to reroll the Trait Test. One method or the other must be chosen to affect the roll.

A character can only spend Sheen Points on one specific use per round. If a character spends a Sheen point to ignore wound penalties for one round, he can't spend another one in the same round to improve a Trait Test, and vice versa. A character may never spend more than one Sheen Point per round to improve a Trait Test.

A character's Sheen Points are determined by Rank. Novice characters begin with 2 Sheen Points. More Sheen is gained as characters increase in rank, according to the chart below.

Rank	Sheen Gained
Seasoned	2
Veteran	3
Heroic	3
Legendary	5

If you are starting a campaign at a higher rank than Novice or need to calculate how many points of Sheen a Wild Card NPC has, use the chart below to determine the character's starting Sheen. Note that this chart represents that character's total Sheen. Once play begins, Sheen is spent and gained normally.

Rank	Starting Sheen
Seasoned	2
Veteran	3
Heroic	4
Legendary	6

EDGES

Citizens Divided draws from the *Savage Worlds* Core Rules as well as the *Savage Worlds* Science Fiction Companion for Edges, subject to the changes, additions, and omissions below.

ARCANE BACKGROUND

This edge is inappropriate for the magic-free setting of *Citizens Divided*. Weird Science is also excluded, as the technology level in the setting is well-defined.

ARCANE RESISTANCE/ IMPROVED ARCANE RESISTANCE

These edges are likewise inappropriate for the magic-free setting of *Citizens Divided*.

ATMOSPHERIC ACCLIMATION (SCIENCE FICTION COMPANION)

Space travel is not available in *Citizens Divided*. Neither is this edge.

CUTTING EDGE (NEW, BACKGROUND)

You were involved in an experimental cyberware program. You may be an employee of a Multinat (or beholden to one), or perhaps you have some sort of black market connection who was able to get their hands on some next generation tech through illicit means. You are either Indebted or Beholden to the party who gave you access to such wiz tech and must take the appropriate Hindrance. Alternatively, you may choose them as an Enemy (Major). You may reduce the Strain cost of all cyberware taken at character creation by 1. This edge does not impact the Strain cost of bioware (which is already a cutting edge technology.)



CYBER TOLERANT (SCIENCE FICTION COMPANION)

This edge is replaced by the Chromer feature of the Augment Professional Edge.

CYBORG (SCIENCE FICTION COMPANION)

This edge is not appropriate for *Citizens Divided* as the level of technology required for augmentation so extensive is not available.

FILTHY RICH

Yeah, you can take this. You're definitely in bed with/the child of an executive from a Multinat. Proles definitely hate you. Enjoy.

GIANT KILLER

This edge is inappropriate for the setting. Thanks to deregulation and lax enforcement, elephants, hippos, and the like have all been hunted basically to extinction. There aren't enough left to get this good at killing them. Sorry.

GRAVITIC ACCLIMATION (SCIENCE FICTION COMPANION)

See above RE: no space travel.

HEAVY-G WORLDER (SCIENCE FICTION COMPANION)

There are no aliens in *Citizens Divided*, hence no Heavy-G worlders.

POWER EDGES

There are no Powers in this setting. As such, there are no Power Edges.

PROFESSIONAL EDGES

You must select one of the nine Professional Edges introduced in this book at character creation (**Augment, Doctor, Executive, ExoPilot, Face, Gutter Punk, Hacker, Techie, Uniform**) You may also choose any other Professional Edge, so long as you meet the prerequisites. Professional Edges with an Arcane Background listed in the Prerequisites are not available in *Citizens Divided*.

POWER SURGE

Power Surge is not permitted in *Citizens Divided*, as there are no Power Points.

CHAPTER THREE:

ARCHETYPES

The following archetypes are a small sampling of potential characters for use in *Citizens Divided*. Players may select one of these archetypes to use as provided or use these as starting points and inspiration for creating their own characters. These archetypes can also be used as player characters or nonplayer characters in your *Citizens Divided* campaign.

CELEBRITY

In the age of social media, anyone can become a celebrity. Those who win the genetic lottery with good looks can earn a fortune as social media models. Some earn their celebrity through sharing a unique skill or commentary on social media. Others, particularly those born to wealth and privilege have learned to monetize the attention of the paparazzi, becoming famous simply for being famous.

Celebrity also covers those who earn their fame through old media outlets. Actors, musicians, pundits, scientists, and other experts who can combine their unique skills or knowledge with charisma and a savvy approach to engaging the media can all be considered celebrities.

Since the Mauston Massacre many self-proclaimed occult experts have risen to prominence as celebrities. Ghost hunters, psychics, occult scholars, and biblical scholars have all tapped into the public desire to know more about the terrible tragedy in Mauston and the alarming upswing in paranormal activity across the globe. Those who crave the public eye and have a little bit of

knowledge can rocket to fame with a little bit of luck and an Instagram account.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Electronics d6, Fighting d4, Healing d4, Notice d6, Performance d6, Persuasion d8, Stealth d4, Taunt d6

Contagion Points: 30; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious (Minor), Obligation (Major), Suspicious (Minor)

Edges: Attractive, Fame, Famous

Gear: Cellular phone, hiking boots.

CREATIVE

Enthusiasm for the arts is the hallmark of the creative. Most creatives work in a medium of choice while dabbling in several other mediums, working with paints, photography, digital art, dance, and music. While most creatives create, some make their profession in curation and management of creative endeavors.

Others sometimes view the creative as flighty, irresponsible, or shiftless, but this is rarely the case. Most creatives tend to obsess about their work, working even when they are not actively manipulating their medium. Many creatives are constantly jotting down notes, sketching, or simply taking mental inventory of influences around them.

Since the Mauston Massacre several creatives have become enamored with darker art. Supernatural themes are creeping into popular art across the globe. The occult has always inspired

creatives, but the past several months have seen something of a Dark Renaissance across several art forms. Juxtaposed against this trend is a separate movement toward brighter, happier works that distract from the underlying horror that seems to be infecting the global culture.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d6, Driving d4, Electronics d6, Fighting d4, Hacking d6, Notice d6, Performance d8, Persuasion d8, Stealth d4

Contagion Points: 32; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bad Eyes (Minor), Curious (Major)

Edges: Charismatic

Gear: Cellular phone, Handheld.

ENTREPRENEUR

The entrepreneur has built (or is in the process of building) a business from the ground up. The entrepreneur shuns the idea of spending their life in toil for someone else's benefit. Instead, they claim control of their own fate, for good or ill. Some entrepreneurs get a leg up through connections, loans, and intangible support provided by friends, family, and investors. Others start with very little by way of resources, scraping together their business with nothing but ingenuity and grit.

Since the Mauston Massacre, there has been a boom in businesses working with occult and supernatural products and services. Psychics, scholars of the arcane, self-styled witches, and all manner of occultists have monetized their talents for ages, but those who treat the supernatural as a basis for a small business and concern themselves primarily with profit are entrepreneurs first.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Driving d4, Electronics d6, Hacking d8, Intimidation d4, Notice d8, Performance d6, Persuasion d8, Stealth d4

Contagion Points: 30; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Driven (Minor), Greedy (Minor), Obligation (Major)

Edges: Connections, Fame, Rich

Gear: Cellphone, Handheld, Laptop, Pepper Spray (Range 1/2/4, Shots 5, victim must make Vigor roll at -2 or be Stunned)

HEIR

Born to extreme wealth and privilege, the heir has spent their entire life in opulence and comfort. Growing up with extreme wealth leaves many heirs unable to relate to or understand the struggles of those who are less fortunate. In some cases, this leads the heirs to pursue charitable causes and activities, simply as a way of seeking connection with most other people. In other cases, the privilege of wealth fosters a selfishness that blinds the heir to the needs and problems of other people.

Wealth and comfort do not guarantee happiness. Many heirs struggle with depression and melancholy as they seek some sort of purpose or meaning to their luxurious lives. Others ignore such feelings, seeking to buy happiness and drown anything resembling a negative feeling under a deluge of exuberance.

Many heirs have been largely unaffected by the events following the Mauston Massacre. Others have discovered, much to their horror, that their family fortunes are tied very closely to supernatural interests. This revelation leads to some heirs seeking the means to protect themselves from supernatural threats while others seek to expand their pacts and connections, gleefully allowing their greed to overcome their sense.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d4, Athletics d6, Boating d4, Common Knowledge d6, Driving d4, Electronics d4, Fighting d6, Gambling d6, Hacking d4, Intimidation d6, Notice d4, Persuasion d6, Riding d4, Shooting d4, Stealth d4

Contagion Points: 30; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy (Minor), Overconfident (Major), Ruthless (Minor)

Edges: Rich, Filthy Rich

Gear: Cellular phone, Handheld, Glock 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1).

OUTCAST

The outcast has never quite fit in anywhere. Differences in musical tastes, political points of view, or beliefs regarding social norms have kept the outcast at arms length from most other people. On the rare occasion that an outcast forms a bond of friendship with someone, the outcast tends to be fiercely loyal, adopting something of a pack mentality about the few people they choose to associate with.

Most outcasts prefer being on their own and reject society as much as society rejects them. Still, humans are social creatures and like

mindful individuals tend to seek each other out for companionship and camaraderie. This fuels subcultures and communities that thrive outside the judgmental boundaries of mainstream culture.

Outcasts tend to be of two minds regarding the supernatural. Some seek out the things that should not be, sensing potential kinship with beings labeled as monsters and freaks. Others see the supernatural as being one more group of people trying to push some agenda and make everyone behave in a certain way. The latter tend to avoid contact with the supernatural whenever possible.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Gambling d4, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Streetwise d6

Contagion Points: 34; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Doubting Thomas (Major), Loyal (Minor), Quirk (Fashion Choices. The Outcast's appearance is such that outside their chosen subculture their appearance draws negative attention. Furthermore it makes the Outcast very memorable to anyone trying to describe the character or locate the character from a description)

Edges: Brave

Gear: Cellular phone, Leather jacket (+1 Armor), Survival knife (Str+d4)

CHAPTER FOUR:

THE COMMUTE IS A NIGHTMARE

The Things We Do For Money is a short introductory adventure intended to allow your group to take their first steps into the world of *Citizens Divided*.

An evening ride on the city bus takes a dangerous turn when a wounded woman boards the bus. She begins screaming at the driver to drive. A gunshot rings out! As a chase ensues, can the party figure out who is chasing this woman and why? Whose side will they take?

THE SETUP

Around mid-morning, the party arrives at a remote rental cabin in the woods for a weekend of relaxation and companionship. The cabin is deep enough in the woods that there is no cell phone signal and no internet. The closest sign of civilization is an unincorporated village called Shortsville about five miles away from the cabin. Although the player characters are supposed to be the first tenants of the season, an old car with an empty single axle trailer attached sits parked in the cabin's driveway when they arrive. There is no outward sign of a break in, though a successful Notice check made while investigating the front door reveals that it was, at some point, jimmied open and subsequently locked again. Once any character opens the door to the cabin a faint odor of rot and decay wafts forth from the structure.

As the party investigates the house, or if they ignore investigation to simply try to relax, they begin noting strange occurrences. Odd sounds and moans emanate from the cellar. Creaking noises come from unoccupied rooms. If the characters

use the generator attached to the outside of the cabin, the electric lights flicker. These occurrences are spooky and unsettling, but nothing harmful or alarming unless any member of the party attempts to leave the cabin grounds or the sun sets.

INVESTIGATION

If the characters decide to search the grounds allow them to make Notice checks to discover the following information:

- The odor seems to emanate from the locked trap door that leads to the basement. The door is locked from the inside and must be broken open. The trap door is a light door and has a Toughness of 8. See *Breaking Things* in the *Savage Worlds* core rules for details on breaking an object.
- A notebook sits open on the table in the cabin's common room. A number of cryptic entries are jotted down in messy handwriting. The notes describe a growing sense of paranoia in the author. There are references to being followed and hunted as well as some mention of weakness and fatigue. The writer also speaks of an urgent need to "find a way out" of something, and the last few entries indicate progress being made on "my little escape hatch." Several strange symbols are scrawled in the margins of the notebook. Characters succeeding on an Occult check with a -4 penalty will recognize the symbols as being obscure demonology glyphs originating in late 15th Century Catholic

heresies. Their purpose is supposedly to protect an area from demonic incursion.

- The car outside is locked. It is an old jalopy with the most rudimentary of door locks. Characters can make a Thievery check to attempt to jimmy the lock, using a wire hanger or other improvised Slim Jim if necessary. The car is a mess with discarded fast food containers and empty soda cans and bottles. The paperwork in the glove compartment reveals the vehicle is registered to a woman named Stacy Tudor from Poughkeepsie, New York.
- Outside of the cabin there are a number of strange symbols carved into the trunks of nearby trees. These symbols match the symbols scrawled in the margins of Stacy's Notebook.

If the party attempts to leave the grounds, the ghost disables their vehicle by snapping the spark plug wires followed by the fuel line. If the group attempts to destroy any of the symbols on the trees the ghost attacks violently, otherwise her actions are more of a nuisance than a direct danger.

THE NIGHT

Once the sun goes down, if the party has not yet ventured into the basement, the ghost begins violently rattling the trap door in the floor. After a minute or so, the lock snaps and the ghost stops taking any action other than to keep the party in the cabin.

When the party descends to the cellar, they discover a collection of bizarre occult artifacts and trappings. Several strange books line the shelves, there are strange altars adorned with animal bones and marked with bloody sigils. The stench of death is more powerful here, originating from a room on the eastern end of the cellar.

If the party tries to leave the cellar without entering the east room, the ghost slams the trap door shut, trapping the characters in the cellar. The door to the east slowly creaks open and a fresh wave of the scent of death hits the characters. A disembodied whisper speaks, saying: "Finish."

In the eastern room, the party discovers the body of Stacy Tudor lying dead on the ground next to a desk on the north end of the room. On the south side of the room, near the door, is another altar with several ingredients spread out before it. Once in the room the voice whispers again, this time saying, "finish the ritual."

THE RITUAL

A successful Notice check reveals an open notebook on the ground next to the body. This

notebook has plain text instructions for a ritual that takes about one hour to complete. Only one character may perform the ritual, which requires a successful Occult test. If the player chooses, they may instead roll Performance with a -2 penalty. The rest of the party may offer Support as detailed in the *Savage Worlds* core rules. Players who assign their characters to support the main ritualist are encouraged to describe how they intend to help. The Game Master may feel free to add additional bonuses for especially interesting or flavorful action descriptions at this time.

THE END

If the ritual succeeds, a light blue glow permeates the room and the outline of a humanoid form appears for a brief moment before dissipating into nothingness. At this point all supernatural activity stops. The characters have won the day and freed the ghost of Stacy Tudor. If the initial roll fails, Tudor manifests in all her hideous, ghostly glory. Have all characters present make a Fear check as described in Stacy's statistics. Stacy then demands the characters try again. At this point, Stacy uses her formidable intimidation as Support, to help motivate the ritualist to succeed.

If the ritual fails a second time, Stacy becomes homicidally aggravated. She begins lashing out with lethal attacks against any living thing in the cabin. If the characters hope to survive, they will have to run away and make it out of the warded area into the forest, or devise some brilliant way to dispatch the ghost.

If the characters survived, they are now experienced with the supernatural. They may gain an Advance.

👻 GHOST

Stacy Tudor was a monster hunter. For over three decades she chased the supernatural from coast to coast, fighting to protect people from things that went bump in the night. Early on in her career, Stacy wound up making a bargain with a demon to help catch a particularly nasty Skin Feaster. At the time, the deal made sense. For several years, Stacy simply ignored it. But shortly after her 60th birthday, a routine physical revealed a terminal illness. Stacy's deal rushed to the front of her mind as she faced the inevitability of her own death, not at the hands of monsters and fiends, but betrayed by her own aging body.

Determined to outwit the devil, Stacy discovered a ritual that would allow her to shuffle loose the mortal coil without alerting the demon that held the contract for her soul. Stacy reasoned that any

delay might give her a chance to make her way to a safe place in the afterlife and avoid the contract. It was a slim chance, but anything was better than no chance.

Knowing that her time was short, Stacy made her way to a remote cabin where she once owned part of a time share. She knew that no one would be renting the cabin for a few weeks, so she prepared the area for her ritual and made her final peace with her ending life.

Unfortunately, Stacy's body wasn't going to let her off the hook that easily. While double checking her ritual notes, Stacy suffered a heart attack and died. Now her soul waits, trapped in the cabin, hoping for a safe way out. Due to the wards set up around the cabin, Stacy is presently safe from her demonic pursuer so long as she does not leave the warded area.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d12, Notice d12, Stealth d12, Taunt d10

Contagion Points: 34; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: —

Gear: Thrown objects (Str+d4).

Special Abilities:

- **Ethereal:** Ghosts are invisible and immaterial at will and can only be harmed by magical attacks.
- **Fear (-2):** Ghosts cause Fear checks at -2 when they let themselves be seen.
- **Uneven Playing Field:** The ghost can manipulate a number of objects equal to its Strength per turn. This allows the ghost to open or close multiple doors or grapple and attack multiple foes using random objects within the cabin. The ghost cannot leave the immediate vicinity of the cabin until the ritual is properly completed.
- **Weakness (Salt Allergy):** Ghosts are unable to pass an unbroken line of salt. If a weapon is coated in salt and passes through the incorporeal entity, apply that weapon's damage normally. Any contact with salt causes the Ghost to become Shaken for the duration of the contact and one subsequent round.

Note: Ghosts in *Contagion* exist in a realm called Purgatory, which is a spiritual reflection of the physical world. While Purgatory is detailed in full in *Contagion Savage Adventures*, for the purposes of this JumpStart you need only know that any character possessing an Edge that allows them to perceive or affect Purgatory can therefore perceive or affect ghosts.